

ABSTRACT

A game (10) includes a playing surface (12), a first set (14) of game pieces (18A-E) and a second set (16) of game pieces (20A-E). The playing surface (12) includes a plurality of positions. The first set (14) of game pieces (18A-E) includes a movable first game piece (18A) that occupies one of the positions and the second set (16) of game pieces (20A-E) includes a movable second game piece (20A) that also occupies one of the positions. The first game piece (18A) and the second game piece (20A) engage each other when the game pieces (18A, 20A) simultaneously occupy the same position. When engaged, the game pieces (18A, 20A) are moved relative to each other by one or more of the players to cause a deformation in one of the game pieces (18A, 20A). The deformed game piece is removed from the game 10. In one embodiment, the game pieces (18A-E, 20A-E) of each set (14, 16) can move in a distinct pattern from one another on the playing surface (12). Further, in one embodiment, the game pieces (18A-E, 20A-E) can be break-off keys.

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